

## BREAKOUT SESSION PRESENTATION DESCRIPTION

CHARLES E. SCHMIDT COLLEGE OF SCIENCE

Using Virtual Reality to Visualize Sea Level Rise

Renne, John; Hoermann, Serene

Local leaders have historically communicated sea-level rise to communities by presenting two-dimensional maps, charts and photos; however, three-dimensional, immersive technologies offer new ways to convey complex concepts related to urban planning. Using a quasi-experimental design, the FAU team measured the degree to which virtual reality (VR) technologies and immersive videos improve (or impede) constituents' absorption of information regarding sea-level rise risks in their communities. Study areas included Fort Lauderdale, Florida and Honolulu, Hawaii. The use of VR and immersive videos indicates the potential to significantly impact how sea-level rise risk information is communicated to the public, including residents and business stakeholders, in coastal areas.